Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (original): Method for using an electromagnetic scratchcard (1) to provide services between a terminal (6) accessible to a service customer and an infrastructure comprising a network (7) and a server (8) of a service provider, whereby an activation code (3) is present in electronic or magnetic form on the electromagnetic scratchcard (1) and the activation code (3) is used to activate a card balance (13) that is associated with the electromagnetic scratchcard (1) and is accessible to the server (8).

Claim 2 (original): Method according to claim 1, whereby a unique card ID (2) in electronic or magnetic form is present on the electromagnetic scratchcard (1).

Claim 3 (previously presented): Method according to claim 1, whereby the activation code (3) can be read out by offering an activation challenge (9) to the electromagnetic scratchcard (1), whereby the activation challenge (9) must be equal to an initial challenge (4) that is present in electronic or magnetic form on the electromagnetic scratchcard (1).

Claim 4 (original): Method according to claim 3, whereby a result (11) present in electronic or magnetic form is used

3 to show whether the activation challenge (9) offered to the
4 electromagnetic scratchcard (1) is equal to the initial
5 challenge (4) present on the electromagnetic
6 scratchcard (1).

1 Claim 5 (original): Method according to claim 4, whereby the
2 card ID (2) and the result (11) are received by the
3 server (8) via the network (7), and the server (8) verifies
4 whether the result (11) corresponds with the activation
5 code (3) associated with the card ID (2) in a database (10),
6 such activation code check (14) being equal to the
7 activation code (3) on the electromagnetic scratchcard (1).

1 Claim 6 (original): Method according to claim 5, whereby the
2 card ID (2) and the associated activation challenge (9),
3 activation code check (14) and a reducible card balance (13)
4 are located in the database (10) accessible by the
5 server (8).

1 Claim 7 (previously presented): Method according to
2 claim 4, whereby the result (11) is given the same value as
3 the activation code (3) if the correct activation challenge
4 (9) has been offered to the electromagnetic scratchcard (1),
5 or otherwise is given an error code E1.

1 Claim 8 (original): Method according to claim 7, whereby the
2 terminal (6) can read out and verify the result (11), and
3 whereby the terminal (6) gives a report if the result (11)
4 corresponds with the error code E1.

1 Claim 9 (previously presented): Method according to claim 3,
2 whereby a challenge (5) present in electronic or magnetic

3   form on the electromagnetic scratchcard (1) shows the status
4   of the electromagnetic scratchcard (1) and can be given the
5   value of the activation challenge (9) offered to the
6   electromagnetic scratchcard (1).

1   Claim 10 (original): Method according to claim 9, whereby
2   the terminal (6) reads out the challenge (5) in order to
3   determine the status of the electromagnetic scratchcard (1).

1   Claim 11 (previously presented): Method according to
2   claim 9, whereby the challenge (5) is set to a value C2 if
3   the card balance (13) for the card ID (2) has been used up.

1   Claim 12 (previously presented): Method according to
2   claim 3, whereby the activation challenge (9) offered to the
3   electromagnetic scratchcard (1) is stored on the
4   electromagnetic scratchcard (1).

1   Claim 13 (previously presented): Method according to
2   claim 3, whereby the activation challenge (9) originates
3   from the server (8).

1   Claim 14 (original): An electromagnetic scratchcard (1)
2   arranged to provide services to a service customer by means
3   of a terminal (6) via a service provider's infrastructure
4   comprising a network (7) and a server (8), whereby the
5   electromagnetic scratchcard is provided with a
6   processor (12), a memory (15) connected to the processor and
7   an input/output unit (17) connected to the processor and
8   used for communication with the terminal, whereby an
9   activation code (3) is stored in the memory (15), and the
10   processor (16) is arranged to activate a card balance (13)

11 that is associated with the electromagnetic scratchcard (1)
12 and that is accessible to the server (8), by means of
13 communication with the server and use of the activation
14 code (3).

1   Claim 15 (original): An electromagnetic scratchcard (1)
2   according to claim 14, whereby a unique card ID (2) and an
3   initial challenge (4) are also stored in the memory, and the
4   processor is arranged to read out the activation code (3)
5   after receiving an activation challenge (9), whereby the
6   activation challenge (9) must be equal to the initial
7   challenge (4).

1   Claim 16 (original): An electromagnetic scratchcard (1)
2   according to claim 15, whereby the processor is arranged to
3   store a result (11) in the memory, such result showing
4   whether the activation challenge (9) offered to the
5   electromagnetic scratchcard (1) is equal to the initial
6   challenge (4) present on the electromagnetic
7   scratchcard (1).

1   Claim 17 (original): An electromagnetic scratchcard (1)
2   according to claims 15 and 16, whereby a challenge (5) is
3   also stored in the memory, such challenge showing the status
4   of the electromagnetic scratchcard (1) and being arranged to
5   give the challenge (5) the value of the activation
6   challenge (9) offered to the electromagnetic
7   scratchcard (1).

1   Claim 18 (original): A terminal (6) that is connected to an
2   infrastructure comprising a network (7) and a server (8) of
3   a service provider, whereby the terminal is equipped with a

4 terminal processor (18) and terminal input/output

5 devices (20) to be able to communicate with an

6 electromagnetic scratchcard according to one of the

7 foregoing claims, such terminal processor (18) being

8 arranged to send the electronic data received from the

9 electromagnetic scratchcard (1) over the network (7) to the

10 server (8), and to send the electronic or magnetic data

11 received from the server (8) to the electromagnetic

12 scratchcard (1) and to read out a challenge (5) present on

13 the electromagnetic scratchcard (1) to determine the status

14 of the electromagnetic scratchcard (1).

Claims 19-20 (canceled).